

The Designed to STEAM Online Class

Course Code: EC002

STEAM Training for K-12 Teachers. Everything you need to have success in your classroom, school or district.

Included in this course:

- ✓ 10 PD Hours with Certificate
- ✓ Instant Access
- ✓ 14 Handouts and Templates
- ✓ Self-Paced - No Time Limits
- ✓ Completely online

ESTIMATED TIME

 **10h**

TOTAL LESSONS

 **12**

COURSE FEE: \$149

Course Description

Designed to STEAM explores the natural connections between Science, Technology, Engineering, the ARTS, and Mathematics. Participants will discover how to integrate arts standards within the STEM content areas through Project-Based Learning frameworks to truly build an authentic STEAM teaching approach.

This moves beyond simply using the design-process to truly being able to integrate ALL the arts in and through STEM. You will walk away with a series of strategies and sequences that will empower you to craft a STEAM initiative that works for you and your students.

Course Outcomes

- Define the distinct elements of STEM, STEAM and Integrated studies, including the differences and similarities of each strategy.
- Select objectives from Science, Technology, Engineering, the Arts and Math that are aligned and enhance each other to increase student engagement in learning.
- Build a series authentic STEAM lessons that are grade-level appropriate and rigorous in the individual cognitive demand required for students.
- Develop a set of curriculum schema maps that outline a variety of paths students could explore through STEM and STEAM lessons.
- Design multiple assessment examples that measure student mastery of content equitably in each content objective addressed in a STEAM lesson.
- Create data facilitation resources which engage teachers and students in reflections of a STEAM lesson experience and outline next steps for student growth.
- Cite the principles of design and provide examples for ways in which they can be used as a framework for a STEAM lesson

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Course Lessons

LESSON OUTLINE	Overview	Task
Lesson 1: What is STEAM?	Discover the basics of the STEAM approach.	Download and use the STEAM Look-for List.
Lesson 2: STEAM Lesson Design	What standards would you use in a STEAM Lesson? What is your arts area access point?	Review the STEAM Lesson exemplars provided and complete the lesson planner.
Lesson 3: STEAM Assessment Design	Explore the many ways to assess a STEAM lesson effectively.	Download and review the assessment resource guide and assessment samples.
Lesson 4: Roadmapping for Success	What is curriculum mapping and how can you use it to make STEAM easier?	Complete the STEAM Roadmapping worksheet.
Lesson 5: Structures and Organization	Determine the structural supports needed for STEAM to occur.	Complete the STEAM Structures Checklist.
Lesson 6: The Design Process	Explore how the design process is used within a STEAM lesson or project.	Download and review the STEAM Design Cheat Sheet.
Lesson 7: Creating Time	Learn how to find time for integrating with STEAM in your curriculum.	Fill-in the STEAM planners to help plan your next lesson or project.
Lesson 8: Who Does What?	Identify the challenges and barriers to STEAM in your organization.	Download and fill out the STEAM task list.
Lesson 9: Implementation Steps	Design a STEAM implementation plan aligned with SMART goals.	Use the implementation guidebook to help craft your own plan.
Lesson 10: Feedback and Adjustments	How to ask for and review feedback that is helpful to the process.	Download and use the feedback forms provided.
Lesson 11: Getting Others On Board	Develop partnerships and model STEAM shifts.	Download and use the Partnership Packet and Email Scripts.
Lesson 12: Connecting with Other Initiatives	Discover how to connect STEAM with other initiatives in your school.	Choose an idea from the Connections Sheet to use with your staff/team.